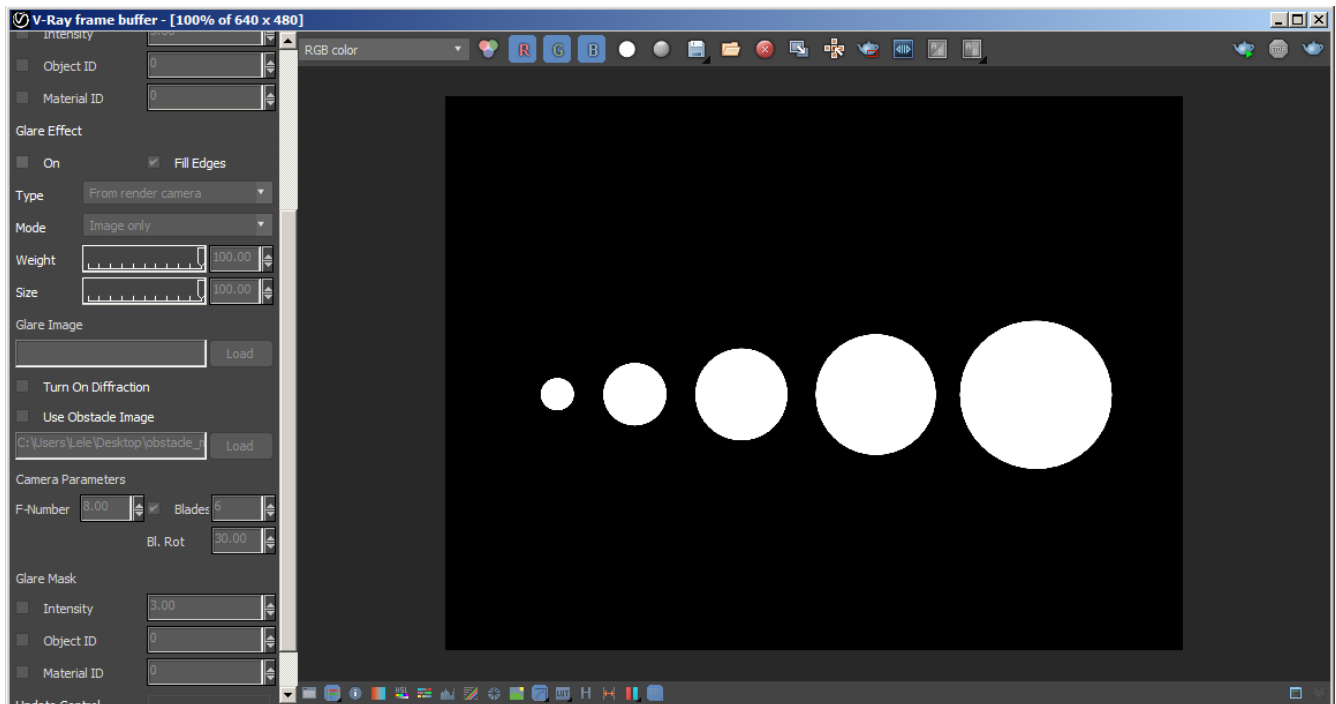
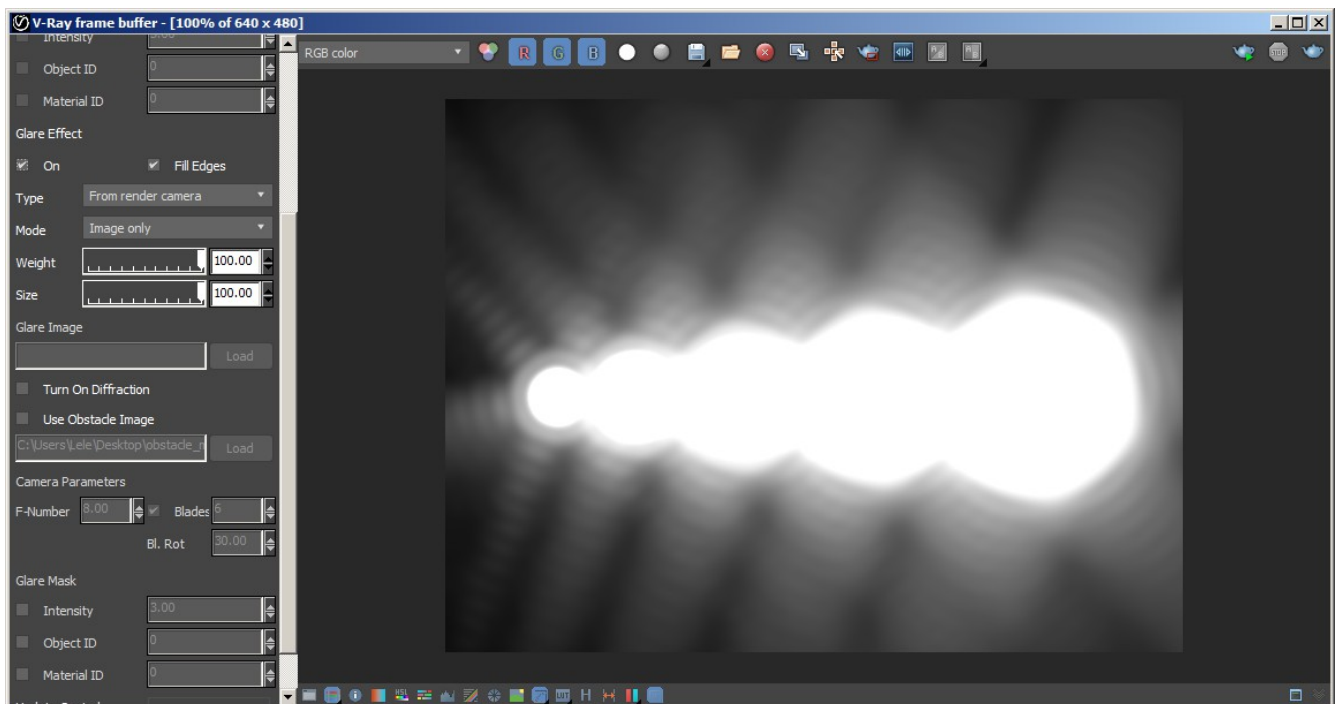


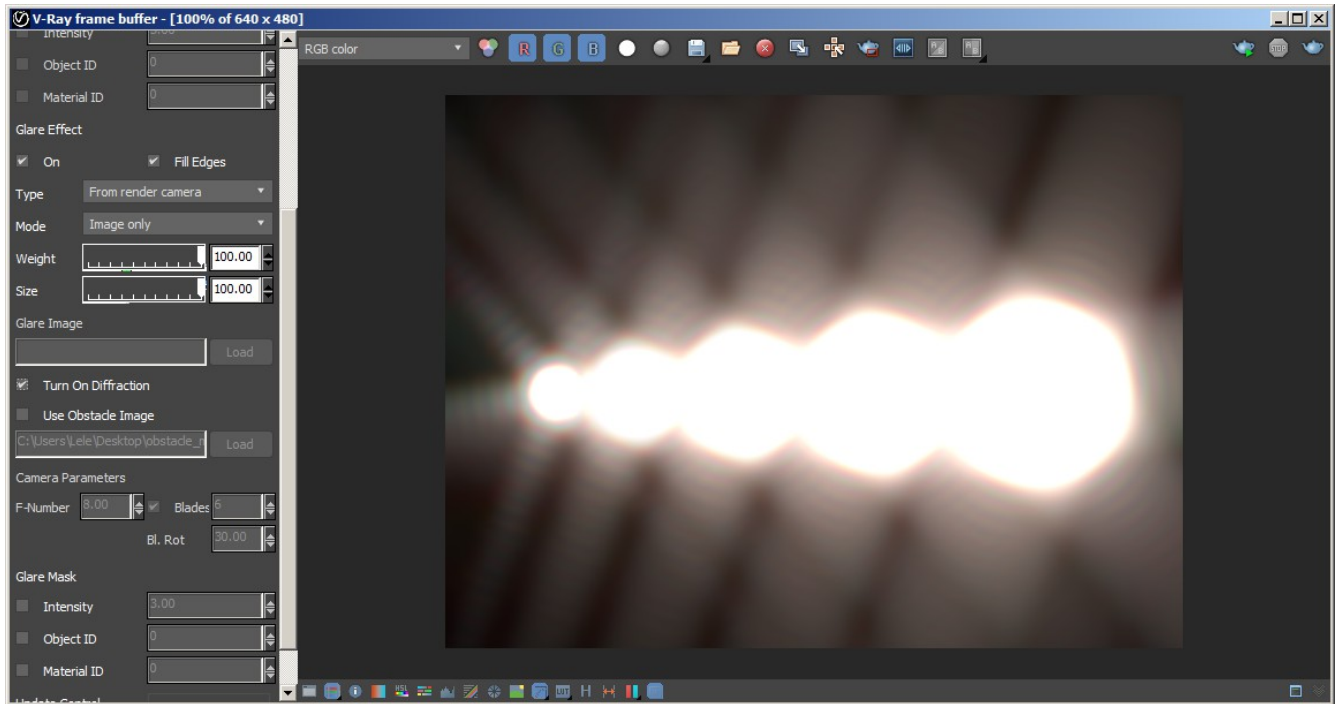
## Plain Render (Spherical, white Area Lights)



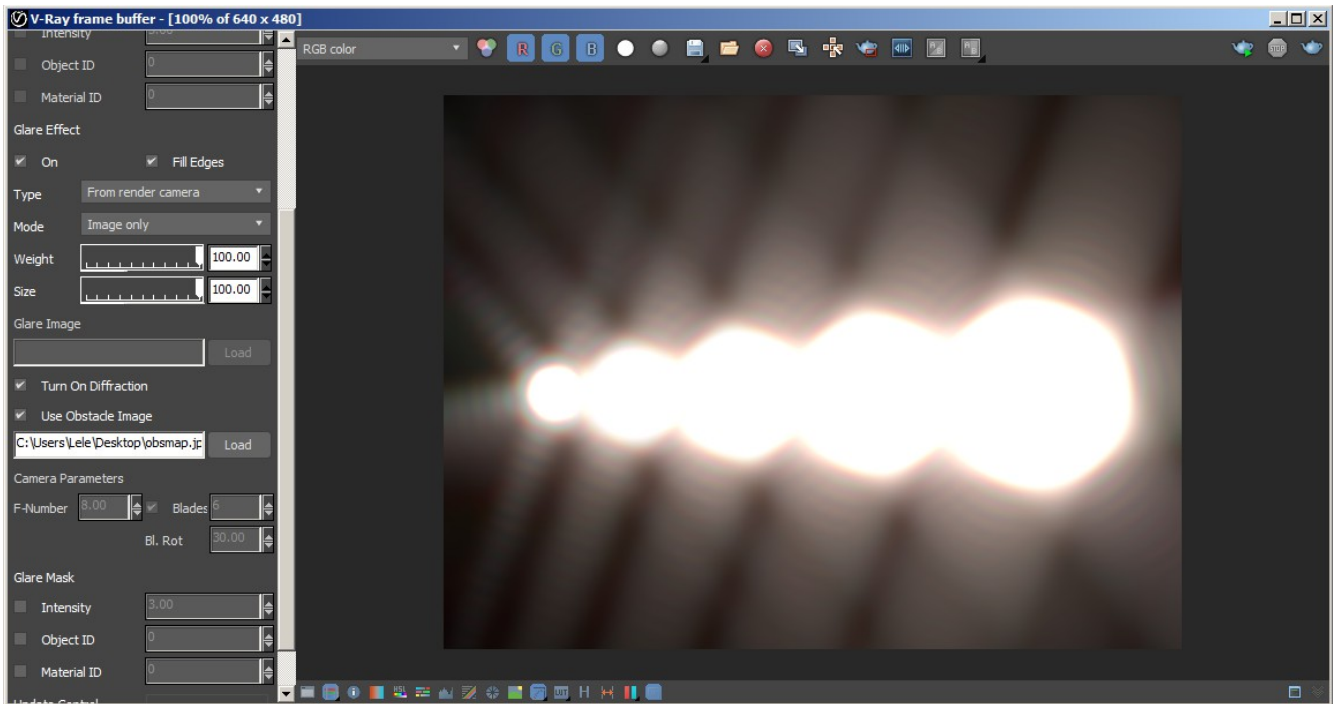
Glare on, 100% intensity, 100% size, no diffraction, no obstacle, default camera settings (render from a perspective view.)



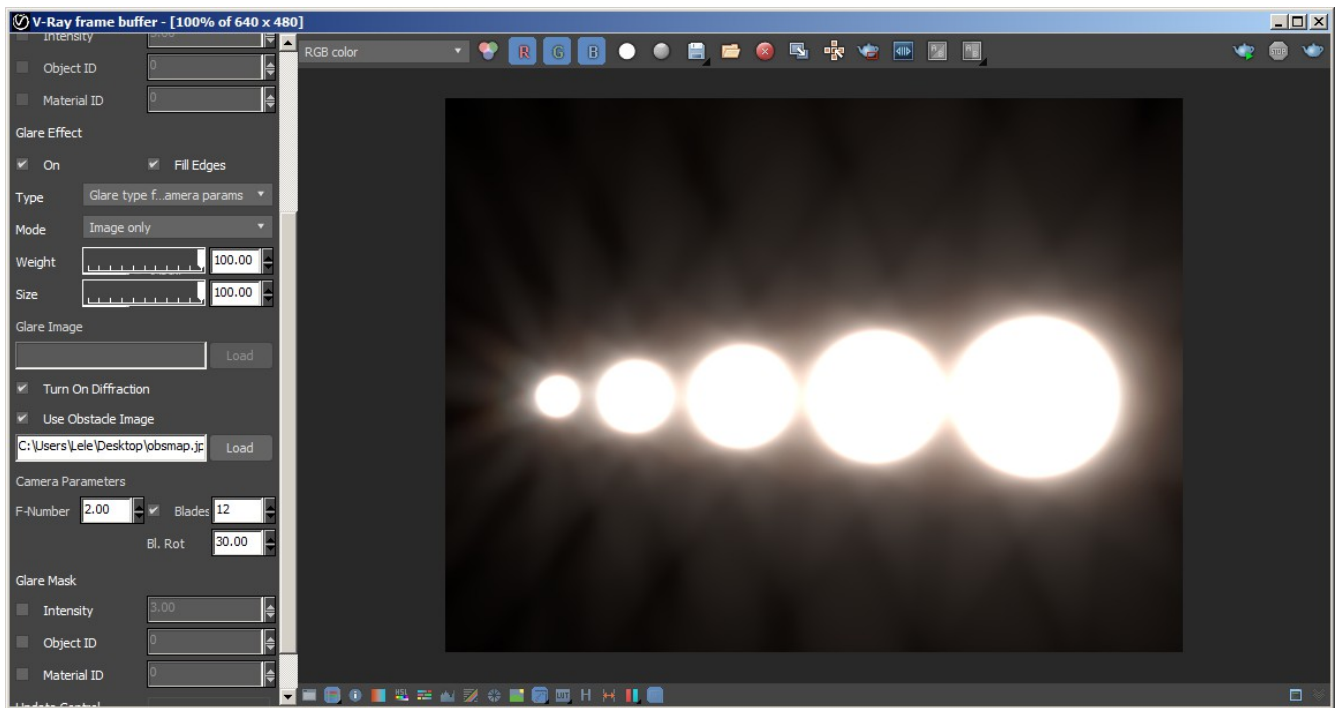
Lens Diffraction Active.



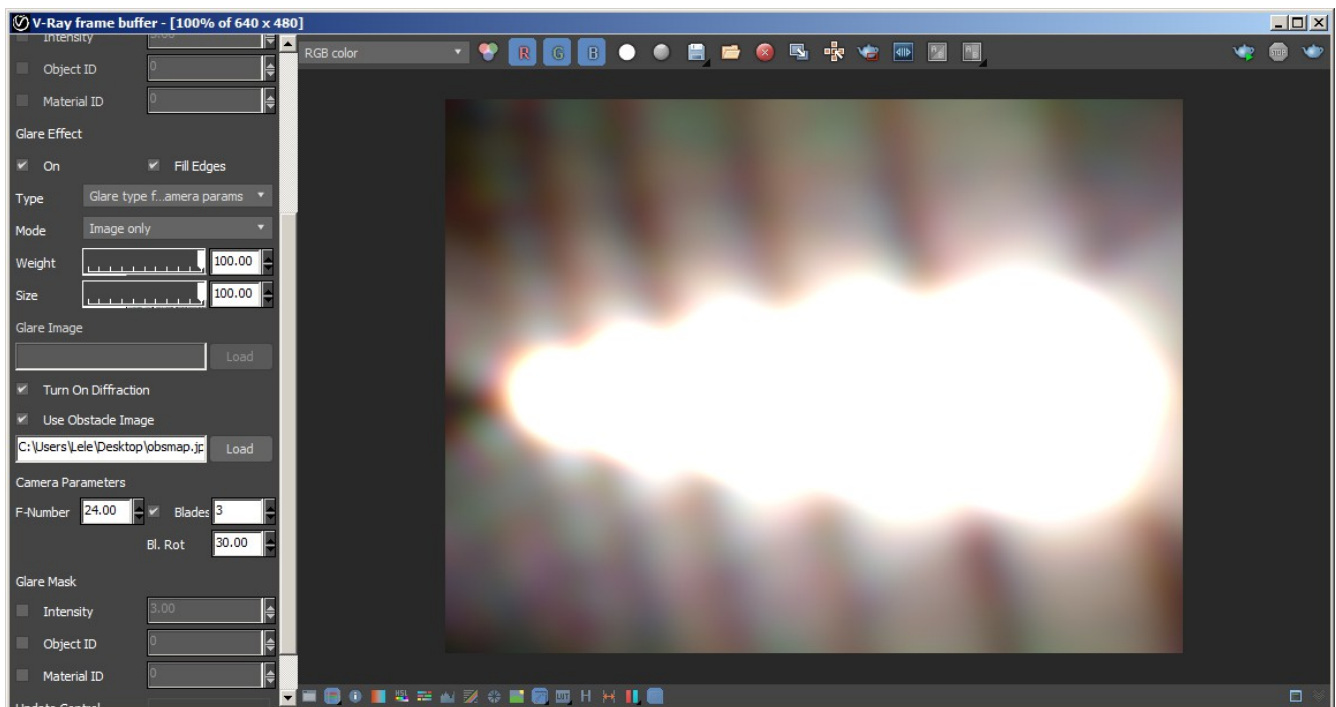
Obstacle Image Active



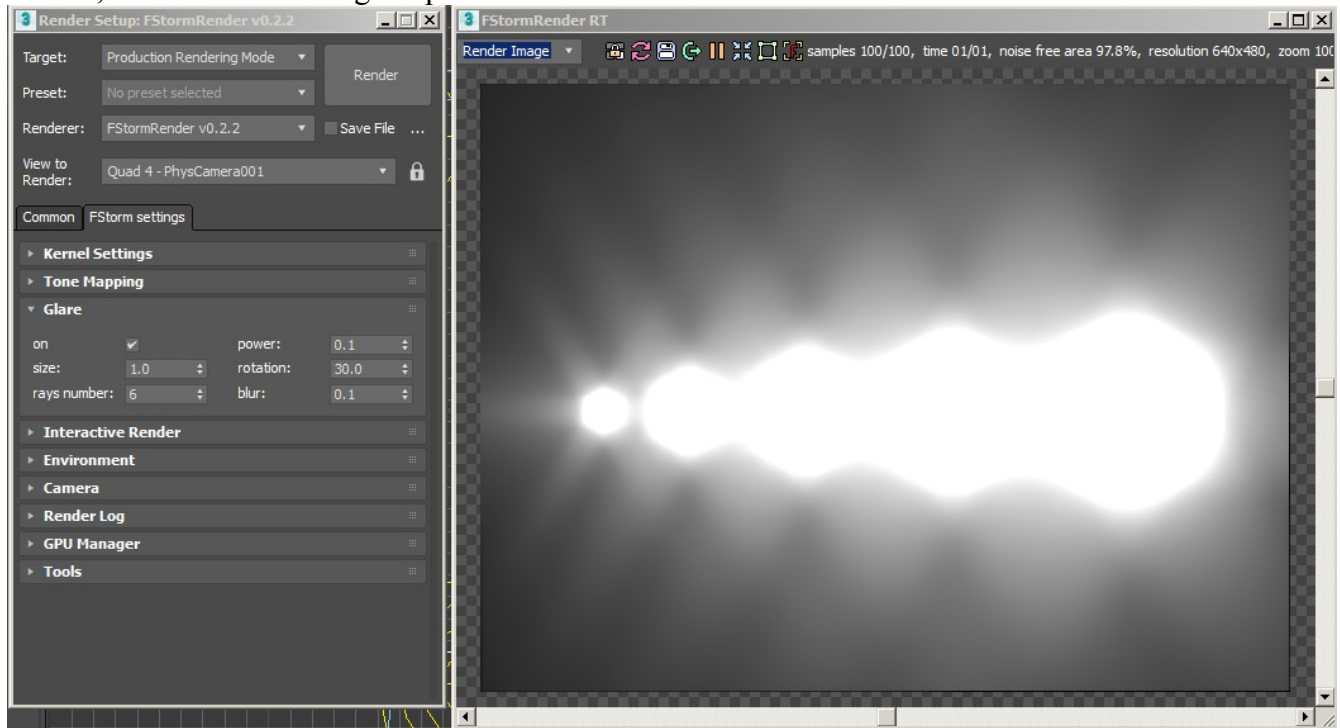
## Custom Camera Settings #1



## Custom Camera Settings #3

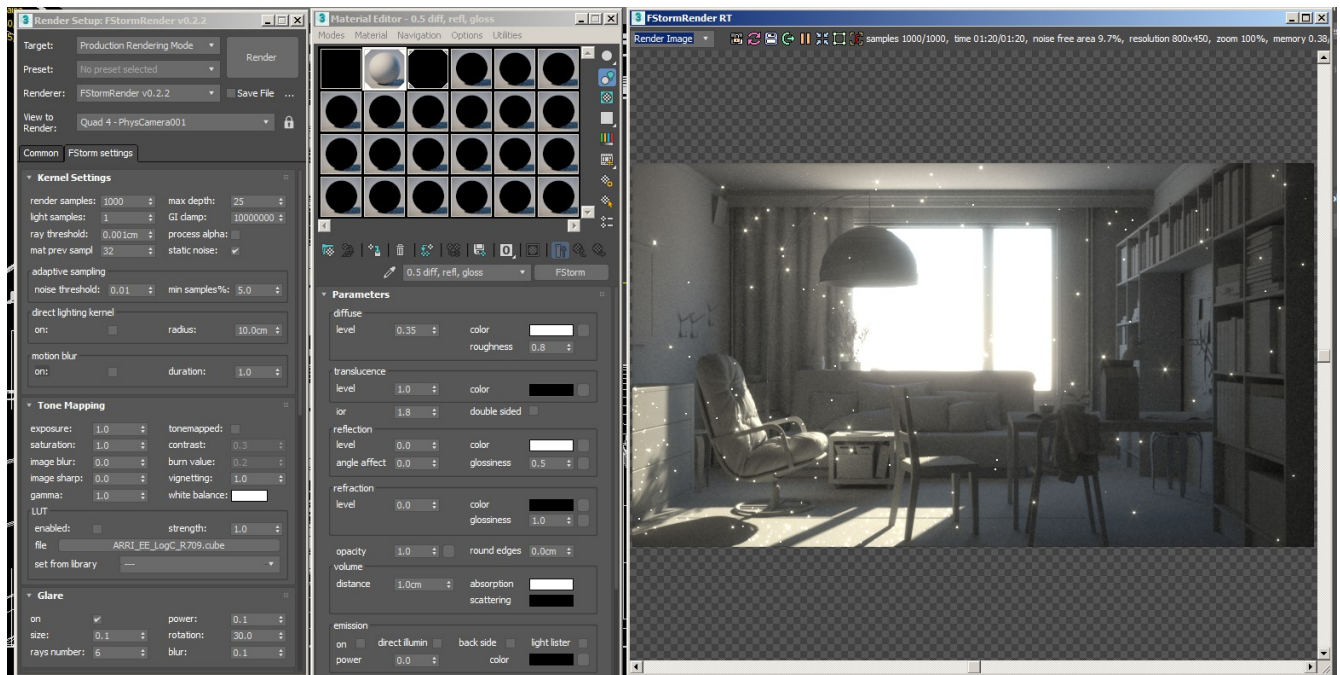


fStorm, with as close settings as possible:



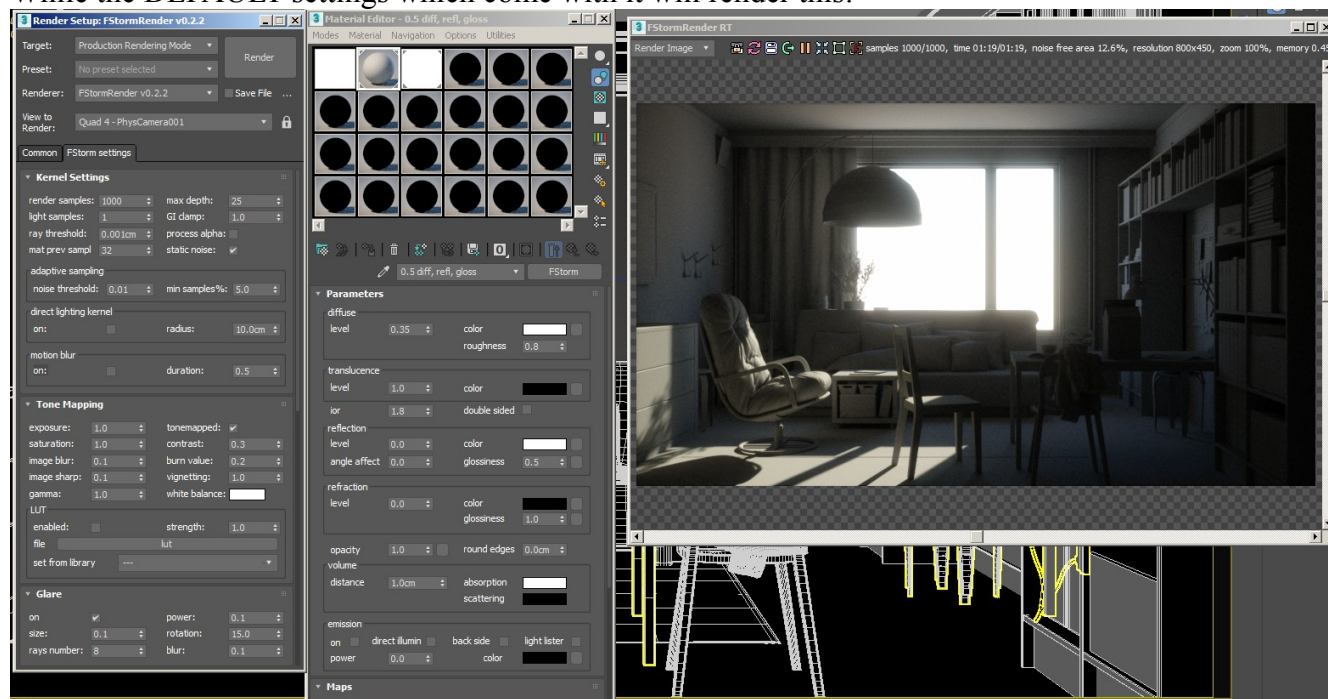
No Lense fringing, no F-Stop simulation, no diffraction, no obstacle image.

In an UNCLAMPED, albeit only diffuse, render, this is what glare on does to fStorm (notice: clamping to anything at all would skew the distribution like shown afterwards.).





While the DEFAULT settings which come with it will render this:



While RT (in 8 seconds less) with default glare settings:

